720° *TM

The Game

The player controls a skateboarder. The object of the game is to perform stunts accumulating points for which skate park tickets are obtained. In the parks you compete to gain medals and cash. Cash may be used to purchase better equipment (e.g. boards, shoes, pads, protective helmets) which improves the performance of the player.

After loading press **FIRE** to begin the game.

You then skate around "Skate City" visiting the four shops and four parks. There are four parks in Skate City each of which may be visited only once on each level of the game. The parks are Downhill, Jump, Ramp and Slalom. Tickets are used as the parks are visited (these are indicated under "T" on the screen). Extra tickets are awarded at 5,000, 15,000, 25,000, 35,000 points, etc. Medals are awarded for good performance in the parks with cash prizes and bonus points. After visiting each park a status sheet is displayed indicating medals awarded.

When in the vicinity of a shop an icon to the right of the screen flashes alternately with the price. These icons represent helmets, shoes, skateboards and pads. The level of equipment is indicated alongside the appropriate icon. Approaching the counter at the correct place either results in a "SALE" or "NO SALE" message. If a purchase is successful cash is deducted from the player (display indicated by $ sign). Bonus points are awarded for remaining cash at the end of the game.

If the player does not enter a park within the time limit displayed on the bar timer he is pursued by killer bees. These become more dangerous if the player does not enter a park quickly transforming into various objects.

Extra points may be gained by passing over certain hidden locations. Dollar bills on the road may be collected.

The player should avoid contact with other characters appearing on the screen.

Included in this pack is a cassette recording of the original soundtrack music from the coin op machine. Load in the game as instructed and also insert cassette into your HiFi. When you have loaded the program and you are ready to play switch off the music. Turn up the volume on your HiFi and press **PLAY**. In this way you will experience the full arcade atmosphere with scintillating reality to make this game an absolutely captivating experience.

Control

Joystick: – Press joystick to direction you wish to move. The skater will turn to face that direction. Continuing to press in the same direction causes the skater to "kick" and move forward.

Acceleration increases as equipment levels improve. Pressing the **FIRE BUTTON** causes the skater to jump. The skater may twist and perform tricks while jumping.

Keyboard: – A – Left, **D** – Right,
W – Up, **X** – Down, **S** – Fire.

Other Keys: – P – Pause, **M** – Music on/ off (music only plays at start of game).

Loading Instructions

AMSTRAD CPC DISK

Type **RUN"DISK** and press **ENTER**. Game will load and run automatically.